

# Panasonic

Cordless Answering System

## Model No. KX-TC1045ALW Operating Instructions



*Preparation*

*Cordless Telephone*

*Answering System*

*Useful Information*

**PLEASE READ BEFORE USE AND SAVE.**

**Charge the battery for about 10 hours before initial use.**

# Before Initial Use

***Thank you for purchasing your new Panasonic cordless telephone.***

## For your future reference

Serial No. \_\_\_\_\_

(found on the bottom of the unit)

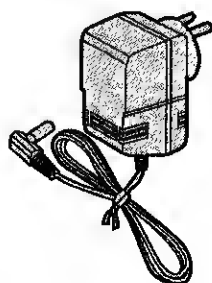
Date of purchase \_\_\_\_\_

Name and address of dealer \_\_\_\_\_

Attach or keep original receipt to assist with any repair under warranty.

## Accessories (included)

☐ AC Adaptor (p. 10)



one

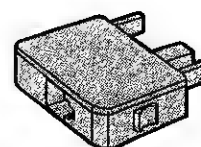
☐ Telephone Line Cord  
(p. 10)



one

**For Australia only**

☐ Telephone Plug  
(p. 10)



one

# For Best Performance

## Battery Charge

A rechargeable Ni-Cd battery powers the handset. Charge the battery for about **10 hours** before initial use (p. 11).

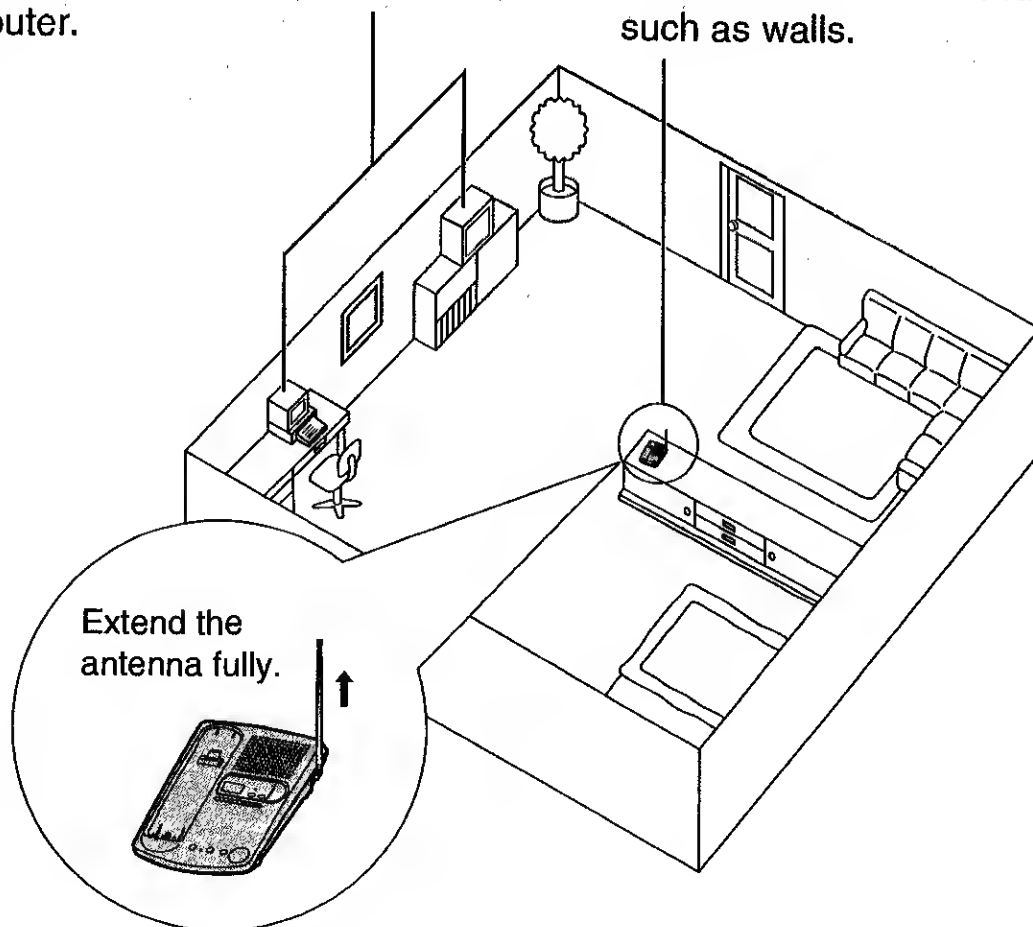


## Base Unit Location

Calls are transmitted between the base unit and the handset using wireless radio waves. **For maximum distance and noise-free operation**, the recommended base unit location is:

Away from electrical appliances such as a TV, radio or personal computer.

In a **HIGH** and **CENTRAL** location with no obstructions such as walls.



# Contents

## *Preparation*

<b>Location of Controls</b> .....	6
<b>Settings</b> .....	10
Connections .....	10
Battery Charge .....	11
Selecting the Handset Ringer Volume .....	11
<b>Preparing the Answering System</b> .....	12
Greeting Message .....	12
Programming Summary for the Answering System .....	14
Time and Day Adjustment .....	15
Selecting the Caller's Recording Time .....	16
Selecting the Number of Rings .....	16

## *Cordless Telephone*

<b>Making Calls</b> .....	17
<b>Answering Calls</b> .....	18
<b>Speed Dialler</b> .....	19
Storing Phone Numbers in Memory .....	19
Dialling a Stored Number .....	19
<b>Intercom</b> .....	20
<b>Special Features</b> .....	21
RECALL Button .....	21
Automatic Security Code Setting .....	22
How to Use the PAUSE Button (For Analog PBX Line/Long Distance Service Users) .....	22

## ***Answering System***

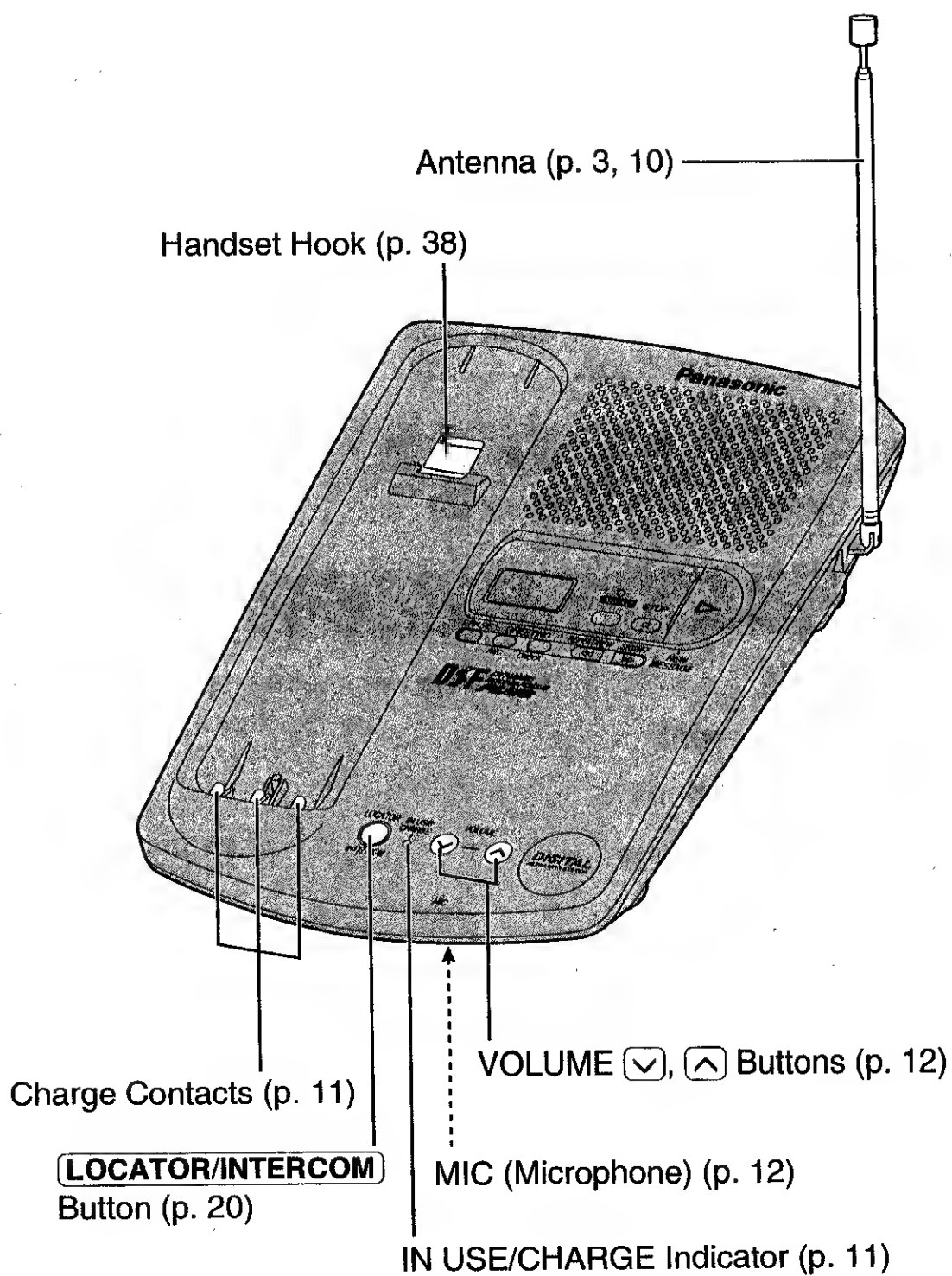
<b>Automatic Answering Operation</b> .....	23
Setting the Unit to Answer Calls .....	23
<b>Listening to Messages</b> .....	24
From the Handset .....	26
<b>Erasing Messages</b> .....	27
<b>Pager Call</b> .....	28
Storing a Pager Number .....	28
Setting the Unit to Call a Pager .....	29
<b>Remote Operation from a Touch Tone Phone</b> .....	30
Setting the Remote Code .....	31
Voice Menu .....	32
Direct Remote Operation .....	34
<b>Remote Operation with the Handset</b> .....	36

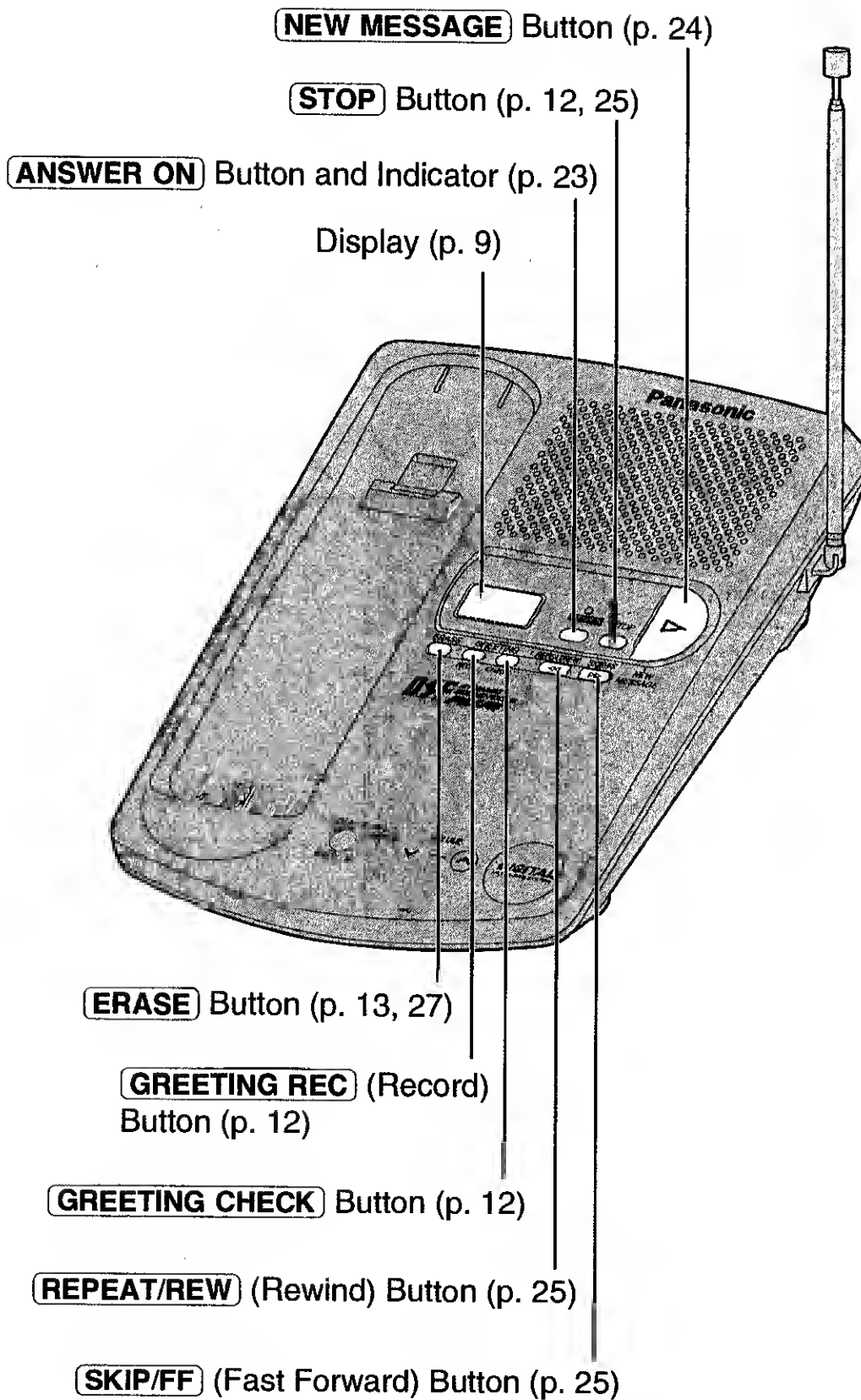
## ***Useful Information***

<b>Wall Mounting</b> .....	38
<b>Battery Replacement</b> .....	39
<b>Adding Another Phone</b> .....	39
<b>Before Requesting Help</b> .....	40
<b>Safety Instructions</b> .....	44
<b>Important Information (For Australia only)</b> .....	46

# Location of Controls

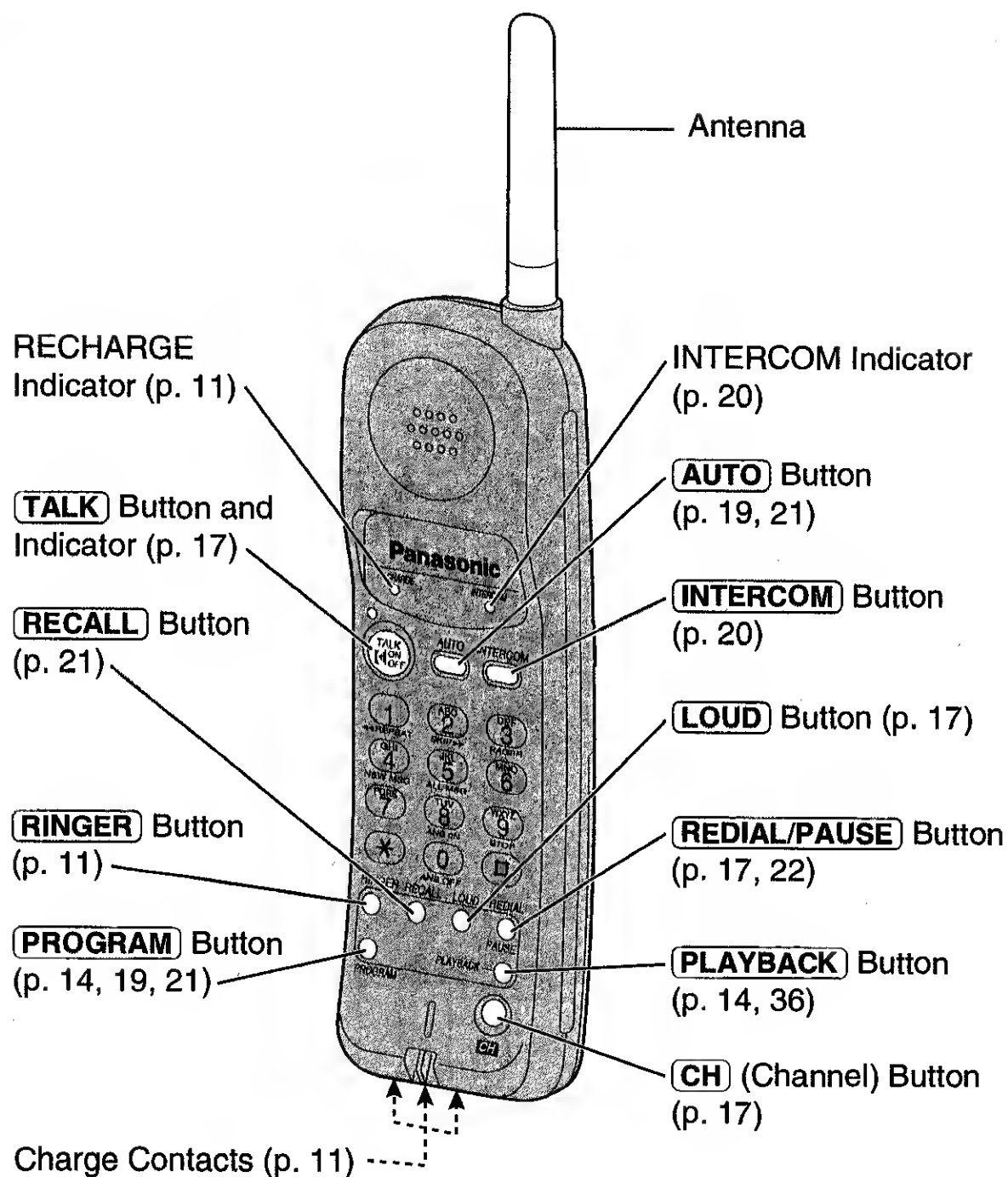
## Base unit





## ► Location of Controls

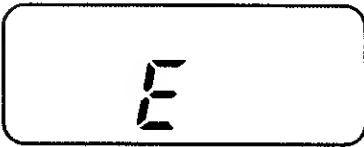
### Handset



## Base unit display



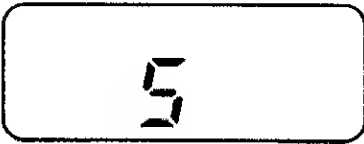
The clock needs adjusting (p. 15).



Your greeting message was not recorded correctly. Record it again (p. 12).



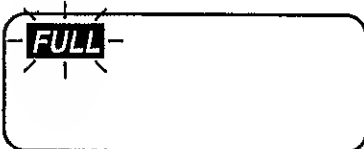
The unit is in the answering system programming mode.



The speaker volume level is set to "5".  
You can select 9 levels (0–8) while using the answering system (p. 12, 24).



12 messages have been recorded.



Memory is full. Erase some, or all, of the messages (p. 27).



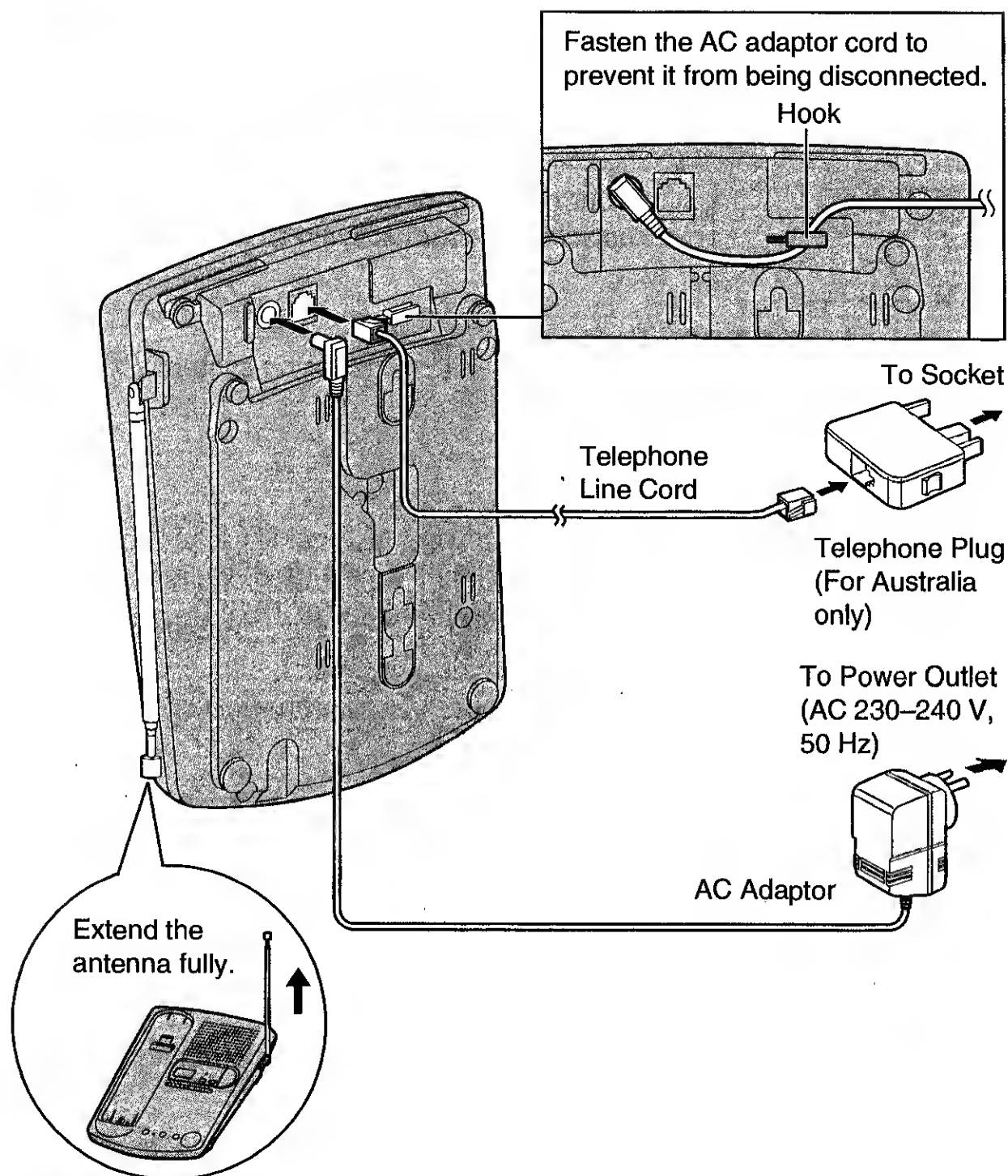
The recording time is set to "greeting only" (p. 16). (The display is blank.)



The pager call mode is set to ON (p. 29).

# Settings

## Connections



- USE ONLY WITH Panasonic AC ADAPTOR PQLV1AL.
- The AC adaptor must remain connected at all times. (It is normal for the adaptor to feel warm during use.)
- To connect a standard telephone on the same line, see page 39.
- KX-TC1045ALW is not designed to be used with rotary (pulse dialling) services.
- KX-TC1045ALW will not answer incoming calls on your FaxAbility number (New Zealand only).

## Battery Charge

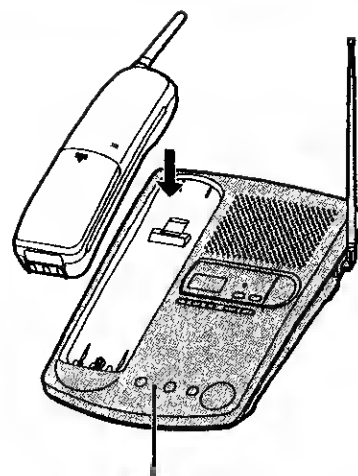
Place the handset on the base unit and charge the battery for about **10 hours** before initial use.

- The IN USE/CHARGE indicator lights.

## Recharge

When the RECHARGE indicator flashes, or the unit beeps intermittently, recharge the battery for about 10 hours.

- If you DO NOT recharge the handset battery for more than 30 minutes, the RECHARGE indicator will continue to flash.



IN USE/CHARGE Indicator

## Battery information

After your Panasonic battery is fully charged:

Operation	Approx. battery life
While in use (TALK)	Up to about 8 hours
While not in use (Stand-by)	Up to about 30 days

- Battery life may vary depending on usage conditions and ambient temperature.
- Clean the handset and the base unit charge contacts with a soft, dry cloth once a month. Clean more often if the unit is subject to grease, dust or high humidity.** Otherwise the battery may not charge properly.
- If the battery is fully charged, you do not have to place the handset on the base unit until the RECHARGE indicator flashes. This will maximize the battery life.
- The battery cannot be overcharged.

## Selecting the Handset Ringer Volume

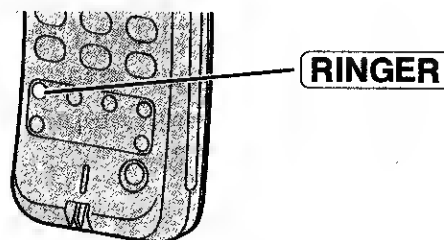
The TALK indicator light must be off.

- To select HIGH (preset) or LOW**, press **RINGER**.

Each time you press the button, the ringer volume will change and the selected volume will ring.

- To turn the ringer OFF**, press and hold **RINGER** until 2 beeps sound.

- To turn the ringer ON**, press **RINGER**. The ringer will sound at the HIGH level.



# Preparing the Answering System

## Greeting Message

You can record a personal greeting message of **up to 2 minutes**. If a greeting message is not recorded, one of two pre-recorded greetings will be played when a call is received (p. 13).

All messages (greeting, incoming etc.) are stored in digital memory (p. 13). The **total recording time is about 15 minutes**. We recommend you record a **brief greeting message** (see sample on next page) in order to leave more time for recording new messages.

### To record a greeting message

- 1 Press **[GREETING REC]** to start the recording mode.

- "Press RECORD again to record greeting" is heard.

- 2 Within 5 seconds, press **[GREETING REC]** again to record your greeting.

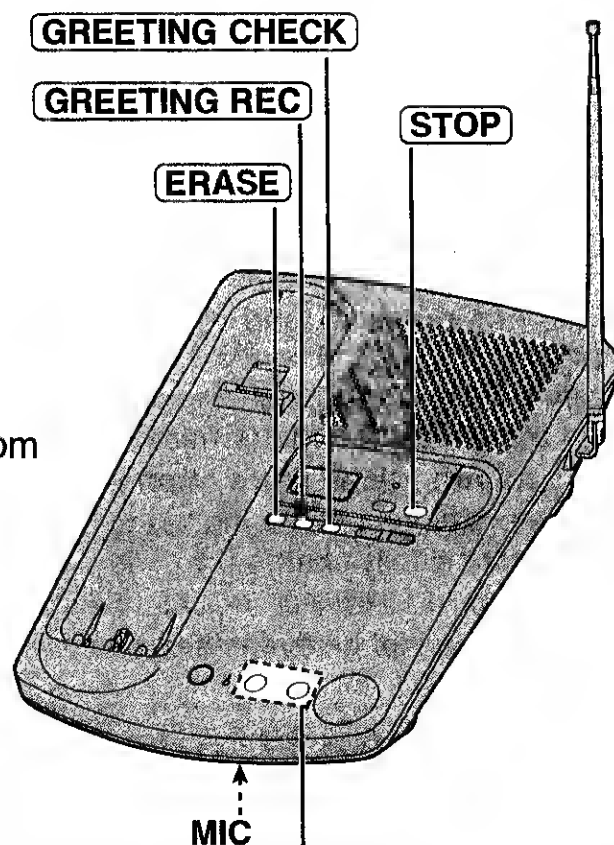
- A long beep sounds.

- 3 After the long beep, talk clearly, about 20 cm away from the **MIC** (microphone).

- The display shows the elapsed recording time.
- If you record for over 2 minutes, the unit will automatically stop recording.

- 4 When finished, press **[STOP]**.

- To check the recorded greeting, press **[GREETING CHECK]**.
- To change the message, start again from step 1.



To increase the volume, press **VOLUME** .  
To decrease, press **VOLUME** .

## Greeting message sample

"Hello, this is (your name and/or number). Sorry I cannot take your call. Please leave a message after the beep. Thank you."

- If the unit starts to ring while recording a greeting message, press **TALK** or lift the handset off the base unit to answer the call. The recording will stop. Start again from the beginning after hanging up.

## To erase the recorded greeting message

Press **GREETING CHECK** → **ERASE** while the message is being played.

- The unit will answer a call with a pre-recorded greeting.

## Pre-recorded greeting message

If you do not record a greeting message (p. 12), one of two messages will be played when a call is received, depending on the caller's recording time (p. 16).

To check the pre-recorded greeting, press **GREETING CHECK**.

- A pre-recorded greeting will be played as follows:

■ When the recording time is set to "1 minute" or "3 minutes":

"Hello, we are not available now. Please leave your name and phone number after the beep. We will return your call."

■ When the recording time is set to "greeting only":

"Hello, we are not available now. Please call again. Thank you for your call."

## Flash Memory Message Backup

Messages are stored indefinitely on a "flash memory" IC chip and will not be affected by power failures. All messages are saved until you erase them.

## ► Preparing the Answering System

# Programming Summary for the Answering System

You can program the following functions **using the handset near the base unit**. See the page numbers below for details.

**The TALK indicator light must be off before programming.**

Lift the handset, and press **PROGRAM**.



Press **PLAYBACK**.



- If an alarm tone sounds, move closer to the base unit and try again.

To adjust the time and day, press **0**. (page 15)

To set the remote code, press **1**. (page 31)

To select the number of rings, press **2**. (page 16)

To select the caller's recording time, press **5**. (page 16)

To store a pager number, press **#**. (page 28)

- The display shows numbers or characters related to the adjustment or settings.



Press **PROGRAM**.

- A beep sounds.
- If 6 beeps sound, the setting is not correct. Start again from the beginning.

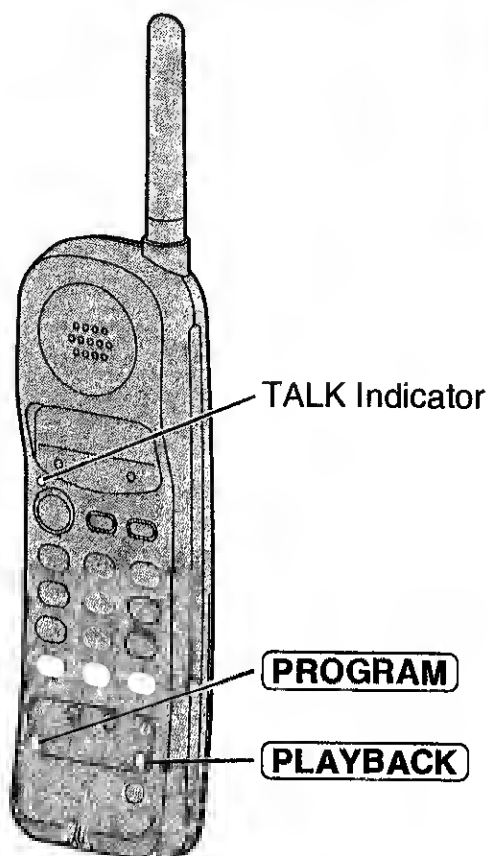
- To cancel during programming, press **PROGRAM**. Start again from the beginning.
- If 6 beeps sound during programming, a wrong key was pressed. Enter the correct number.

If a power failure occurs, the setting may return to the factory preset. Reprogram if necessary.

# Time and Day Adjustment

**Voice Time/Day Stamp:** During playback, a synthesised voice will announce the time and day that each message was recorded.

- 1 Press **PROGRAM**.
  - The TALK indicator flashes.
- 2 Press **PLAYBACK**.
  - “P” is displayed on the base unit.
- 3 Press **0**.
  - “Set time” is announced.  
If previously adjusted, the time/day will be heard.
- 4 Enter the current time (hour and minute) using a 4-digit number.  
(Ex. To set 9:30, enter “0930”.)
  - The entered number is displayed on the base unit.
- 5 Press **\*** to select “AM” or “PM”.  
Press **#** repeatedly to set the day.
- 6 Press **PROGRAM**.
  - The unit announces the time/day.  
The clock starts working.



- In step 4, you cannot enter numbers greater than 12. **Do not use military time.**  
(To set 13:00 hours, enter “0100” and select “PM” by pressing **\***.)

## To check the time/day

Press **PROGRAM** → **PLAYBACK** → **0**.

- The current time/day is heard. When finished, press **PROGRAM**.

If a power failure occurs, the adjusted time/day will be erased.  
Reprogram the current time/day.

## ► Preparing the Answering System

### Selecting the Caller's Recording Time

You can select "1 minute", "3 minutes" or "greeting only" for the caller's recording time. Your phone comes from the factory set to "3 minutes".

- 1 Press **PROGRAM**.
  - The TALK indicator flashes.
- 2 Press **PLAYBACK**.
  - "P" is displayed on the base unit.
- 3 Press **5**.
  - The current setting is displayed.
    - 1: 1 minute
    - 2: 3 minutes (factory preset)
    - 3: greeting only
- 4 Press **1**, **2** or **3** to select the recording time.
  - The setting is displayed.
- 5 Press **PROGRAM**.
  - A beep sounds.

If you select "greeting only", the unit will answer a call with the greeting message, and then hang up. The unit will not record any incoming messages.

### Selecting the Number of Rings

You can select the number of times the unit rings before the answering system answers a call, from "2" to "7" or "AUTO" (for Toll Saver\*). Your phone comes from the factory set to "AUTO".

- 1 Press **PROGRAM**.
  - The TALK indicator flashes.
- 2 Press **PLAYBACK**.
  - "P" is displayed on the base unit.
- 3 Press **2**.
  - The current setting is displayed.
- 4 Press **0**, or **2** to **7** to set the number of rings.
  - 0: Selects "AUTO".  
"A" is displayed.
  - 2-7: The unit will answer after the selected number of rings.
- 5 Press **PROGRAM**.
  - A beep sounds.

#### \* Toll Saver (When set to "AUTO")

When you call the unit from a touch tone telephone:

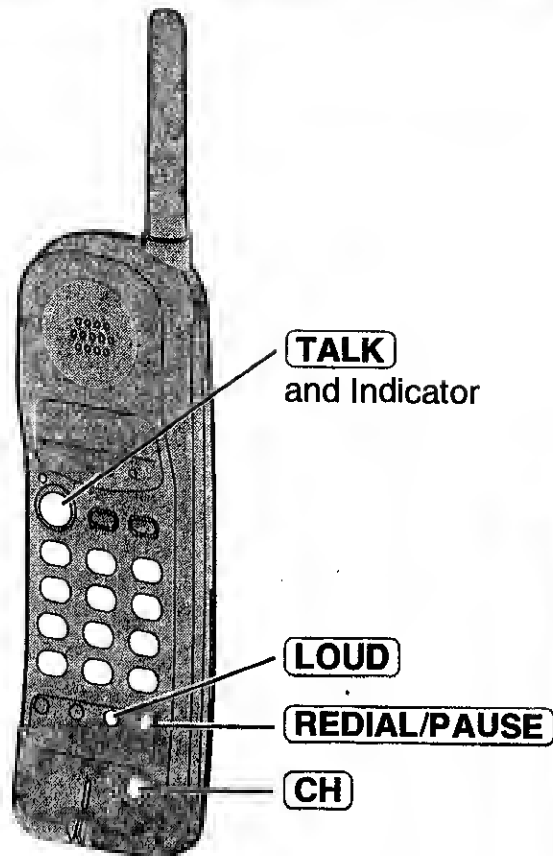
If the unit answers on the 2nd ring, there is at least one new message.

If the unit answers on the 4th ring, there are no new messages.

**Hang up when you hear the 3rd ring.** This will save you the toll charge for the call.

# Making Calls

- 1 Press **TALK**.
  - The TALK indicator lights.
- 2 Dial a telephone number.
- 3 To hang up, press **TALK** or place the handset on the base unit.
  - The indicator light goes out.



**Cordless Telephone**

- If an alarm tone sounds in step 1, move closer to the base unit or place the handset on the base unit, and try again.

## To redial the last number dialled

Press **TALK** → **REDIAL/PAUSE**.

## To select the receiver volume

Press **LOUD** while talking.

- Each time you press the button, the volume level will change from LOW (preset) to HIGH.

## If noise interferes with the conversation

Press **CH** to select a clearer channel or move closer to the base unit.

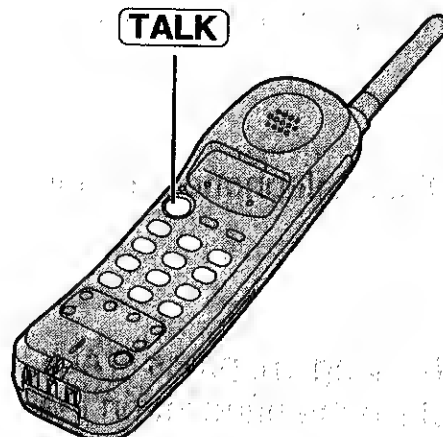
## Back-lit

The handset dialling buttons will light when you press a button or lift the handset off the base unit, and flash when a call is received. The lights will go out about 10 seconds after pressing a button, lifting the handset or answering a call.

# Answering Calls

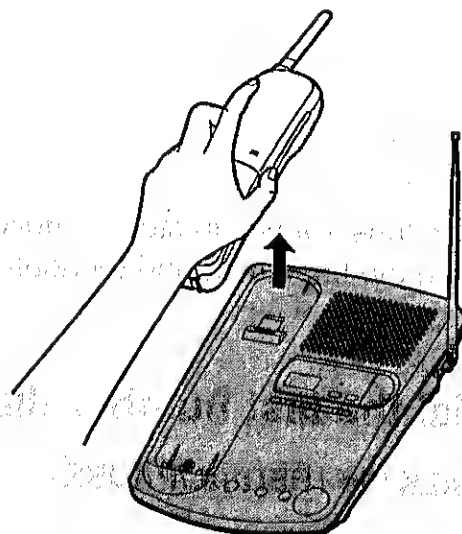
If the handset is off the base unit, press **TALK**.

- You can also answer a call by pressing any dialling button **0** to **9**, **\*** or **#** (—Any Key Talk).



**OR**

If on the base unit, just lift up.

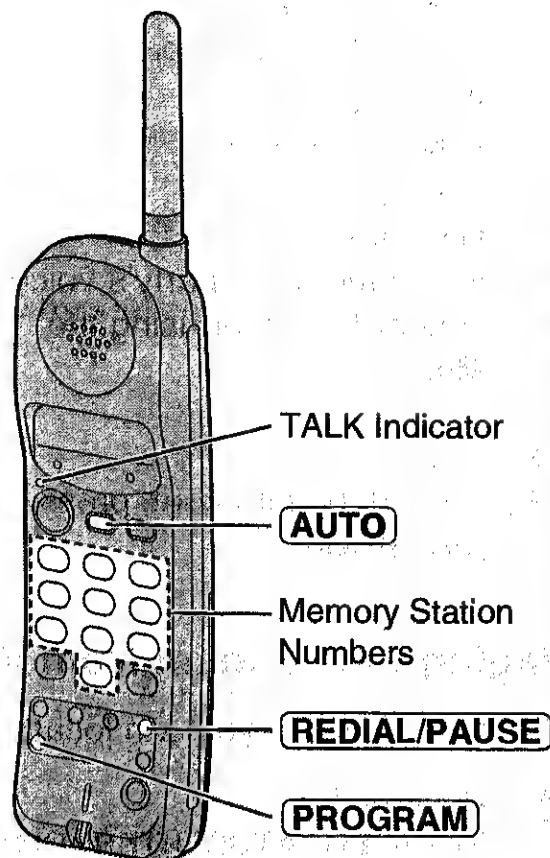


# Speed Dialler

## Storing Phone Numbers in Memory

You can store up to 10 phone numbers in the handset. The dialling buttons (0 to 9) function as memory stations. **The TALK indicator light must be off before programming.**

- 1 Press **PROGRAM**.
  - The TALK indicator flashes.
- 2 Enter a phone number up to 22 digits.
  - If you misdial, press **PROGRAM** to end storing, and start again from step 1.
- 3 Press **AUTO**.
- 4 Press a memory station number (0 to 9).
  - A beep sounds.
  - To store other numbers, repeat steps 1 through 4.



Cordless Telephone

- If a pause is required for dialling, press **REDIAL/PAUSE** where needed. Pressing **REDIAL/PAUSE** counts as one digit (p. 22).

### To erase a stored number

Press **PROGRAM** → **AUTO** → the memory station number (0 to 9) for the phone number to be erased.

## Dialling a Stored Number

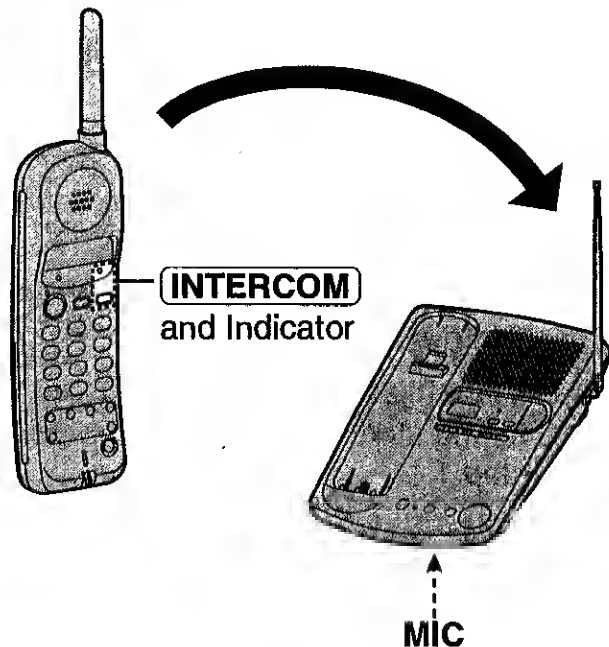
- 1 Press **TALK**.
- 2 Press **AUTO**.
- 3 Press the memory station number (0 to 9).
  - The stored number is dialled.

# Intercom

A 2-way intercom is possible between the handset and the base unit.

## Paging the base unit from the handset

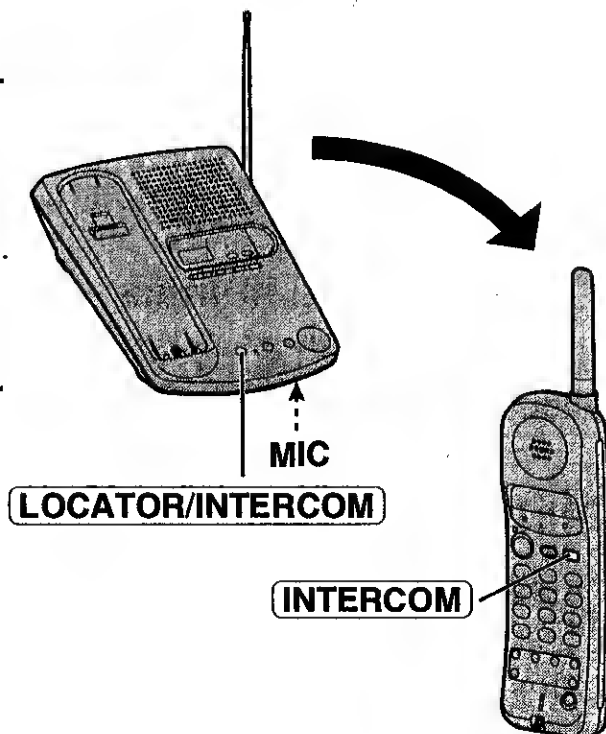
- 1 Handset:  
Press **INTERCOM**.  
Talk to the paged party after the beeps.
  - The indicator lights.
- 2 Base unit:  
When the other party's voice is heard, answer using the **MIC**.
- 3 Handset:  
To end the intercom, press **INTERCOM**.



## Paging the handset from the base unit (Handset locator)

Using this feature, you can locate a misplaced handset.

- 1 Base unit:  
Press **LOCATOR/INTERCOM**.
  - The handset beeps for 1 minute.
  - To stop paging, press **LOCATOR/INTERCOM** again.
- 2 Handset:  
Press **INTERCOM** to answer.
- 3 Base unit:  
Talk into the **MIC**.
- 4 Handset:  
To end the intercom, press **INTERCOM**.



### During an intercom call:

- Intercom calls can only be ended with the handset.
- If an incoming call is received, the intercom call stops and the unit starts to ring. To answer, press **TALK**.



## RECALL Button

Pressing **RECALL** allows you to use special features of your host PBX such as transferring an extension call or accessing special telephone services (optional) such as call waiting.

### Selecting the recall time

The recall time depends on your telephone exchange or host PBX. You can select the following recall times: "90, 100, 110, 250, 300, 400, 600, 700 msec (milliseconds)", **using the handset near the base unit**. Your phone comes from the factory set to "100 msec".

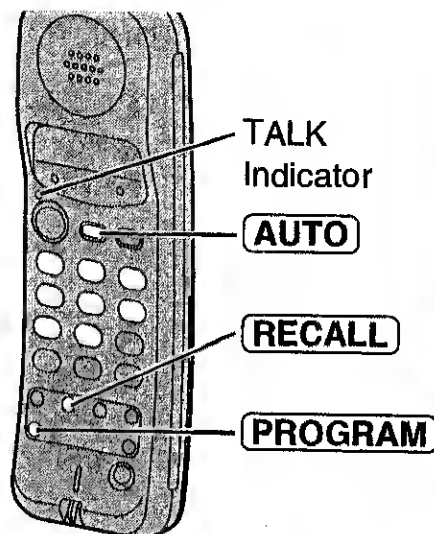
**The TALK indicator light must be off before programming.**

- 1 Press **PROGRAM**.
  - The TALK indicator flashes.
- 2 Press a dialling button (**1** to **8**).

<b>1</b> : 90 msec	<b>2</b> : 100 msec	<b>3</b> : 110 msec
<b>4</b> : 250 msec	<b>5</b> : 300 msec	<b>6</b> : 400 msec
<b>7</b> : 600 msec	<b>8</b> : 700 msec	

- 3 Press **AUTO**.

- 4 Press **RECALL**.
  - A beep sounds.



*Cordless Telephone*

- If 3 beeps sound in step 4,
  - a wrong key was pressed. Start again from step 1.
  - the handset is too far from the base unit. Move closer to the base unit or place the handset on the base unit. Start again from step 1.
- Users in Australia can access Telstra's "EASY CALL" service by having the recall time set at 100 msec (this is the factory default setting), and then follow Telstra's "EASY CALL" instructions to operate this service.
- If you are connected via a PBX, a longer recall time may be necessary to use PBX functions (transferring a call etc.). Consult your PBX installer for the correct setting.

### For Call Waiting Service Users in New Zealand

Adjust the recall time to 600 msec for use with Telecom's Call Waiting Service. Press **RECALL** if you hear a call-waiting tone while talking.

- The first call is put on hold and you can answer the second call.
- To return to the first caller, press **RECALL** again.

If a power failure occurs, the setting will return to the factory preset (100 msec). Reprogram if necessary.

## ► Special Features

### Automatic Security Code Setting

Each time you place the handset on the base unit, the unit automatically selects one of a million security codes. These codes help prevent the unauthorised use of your telephone line by another cordless telephone user.

### How to Use the PAUSE Button (For Analog PBX Line/Long Distance Service Users)

We recommend you press **REDIAL/PAUSE** if a pause is required for dialling with a PBX or to access a long distance service.

Ex. Line access number **9** (PBX)

**9** → **REDIAL/PAUSE** → Phone number

- Pressing **REDIAL/PAUSE** once creates a 3.5 second pause. This prevents misdialling when you redial or dial a stored number.
- Pressing **REDIAL/PAUSE** more than once increases the length of the pause between numbers.

# Automatic Answering Operation

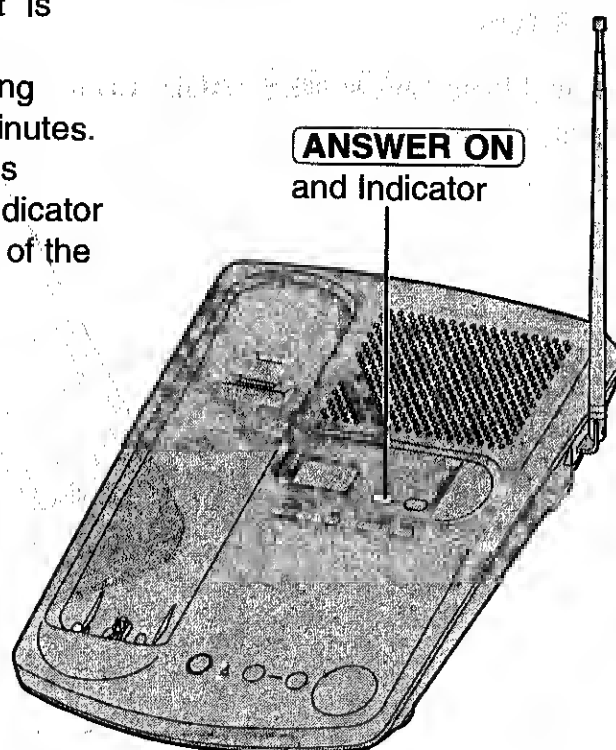
When the unit answers a call, a greeting message is played and the caller's message is recorded.

- The total recording time (including greeting message) is about 15 minutes. If messages are recorded in noisy rooms, the time may be shortened by up to 3 minutes.
- A maximum of 64 messages (including greeting message) can be recorded.

## Setting the Unit to Answer Calls

Press **ANSWER ON** to turn on the answering system.

- The Indicator lights and "Answer set" is heard.
- The unit will announce the remaining recording time if it is less than 5 minutes.
- If you hear "Memory full", "**FULL**" is displayed and the ANSWER ON indicator flashes rapidly, erase some, or all, of the messages (p. 27).



Answering System

- If you do not want the unit to answer calls, press **ANSWER ON** again to turn off the answering system. The indicator light goes out and "Answer off" is heard.
- You can also turn on the answering system remotely using any other phone (p. 35).

## Monitoring incoming calls

While a call is being recorded, you can monitor it through the speaker. To answer the call, lift the handset off the base unit or press **TALK** on the handset. The unit stops recording.

- KX-TC1045ALW will not answer incoming calls on your FaxAbility number (New Zealand only).

# Listening to Messages

You can see the total number of recorded messages on the display. If the ANSWER ON indicator flashes, new messages have been recorded.

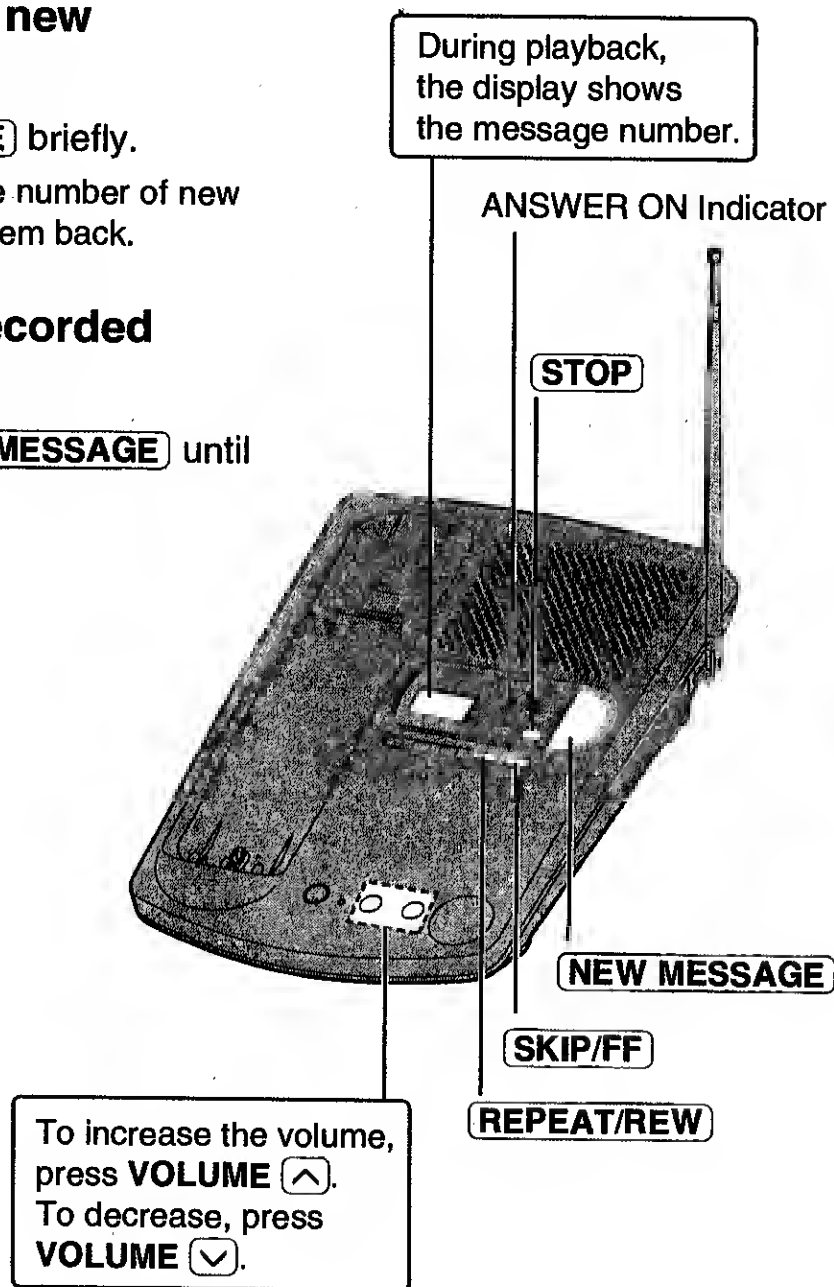
## Listening to only new messages

Press **NEW MESSAGE** briefly.

- The unit announces the number of new messages and plays them back.

## Listening to all recorded messages

Press and hold **NEW MESSAGE** until playback starts.



- At the end of the last message, "End of final message" is heard.  
The unit will announce the remaining recording time if it is less than 5 minutes.



## During playback

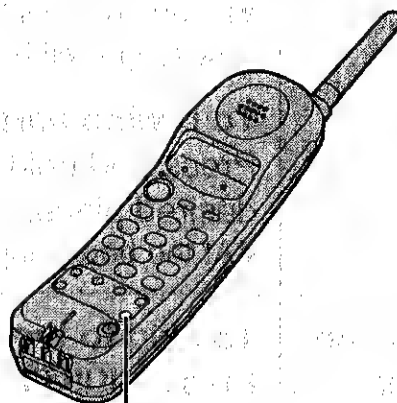
<b>To repeat/ rewind message</b>	<b>To repeat from the beginning of the message</b> Press <b>REPEAT/REW</b> briefly. •If you press within 5 seconds of playback, the previous message will be played.  <b>To rewind part of the message</b> Press and hold <b>REPEAT/REW</b> until you reach the desired place. •At the beginning of the message, 3 beeps will sound.
<b>To skip/cue message</b>	<b>To skip to the next message</b> Press <b>SKIP/FF</b> briefly.  <b>To cue to part of the message</b> Press and hold <b>SKIP/FF</b> until you reach the desired place. •The message will be heard at twice the normal speed. •At the end of the message, 3 beeps will sound.
<b>To stop operation</b>	Press <b>STOP</b> . •To resume playback, press <b>NEW MESSAGE</b> . •If you do not press any button for 60 seconds or if you press <b>STOP</b> again, the unit will return to the stand-by mode.

## ► Listening to Messages

### From the Handset

If someone else is in the room and you want to listen to the recorded messages privately, you can use the handset.

- 1 Handset:  
Press **PLAYBACK**.
  - The number of new messages is heard on the handset.



**PLAYBACK**



- 2 Base unit:  
To listen to new messages, press **NEW MESSAGE** briefly.  
To listen to all messages, press and hold **NEW MESSAGE** until playback starts.
  - The messages will be heard on the handset.
  - **REPEAT/REW**, **SKIP/FF** and **STOP** can also be used during playback (p. 25).

- 3 When finished, press **PLAYBACK** or place the handset on the base unit.



- You can also listen to messages without using the base unit. See page 36.

# Erasing Messages

The unit will announce the remaining recording time after playback, if it is less than 5 minutes. New messages cannot be recorded when:

- “Memory full” is heard.
- “**FULL**” is displayed.
- the ANSWER ON indicator flashes rapidly.

Erase some, or all, of the messages. We recommend you erase unnecessary messages after each playback.

## Erasing a specific message

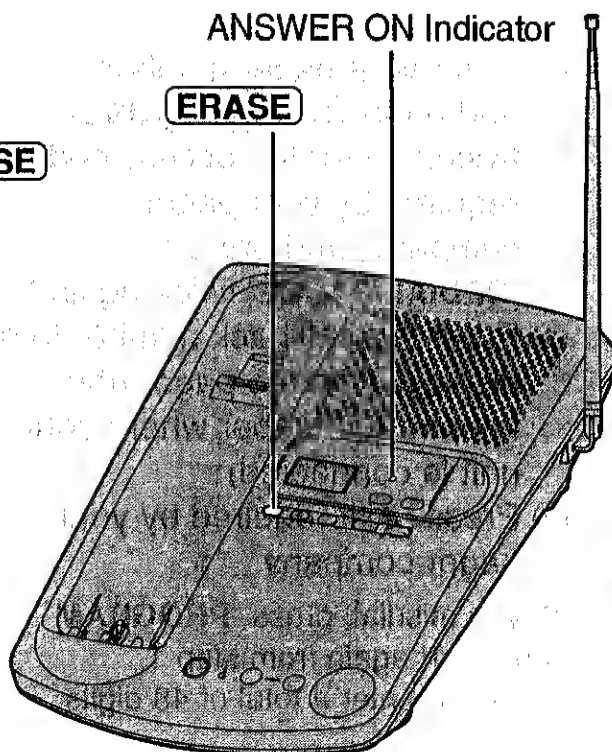
Press **ERASE** while the message you want to erase is being played.

- The unit erases the message.
- A short beep will sound and the unit will continue to play the next message.

## Erasing all messages

All recorded messages, except the greeting message, can be erased at one time.

1. Press **ERASE**.
  - “Press ERASE again to erase all messages” is heard.
2. Within 5 seconds, press **ERASE** again.
  - A long beep sounds and “No messages” is heard. The display shows “0”.



# Pager Call

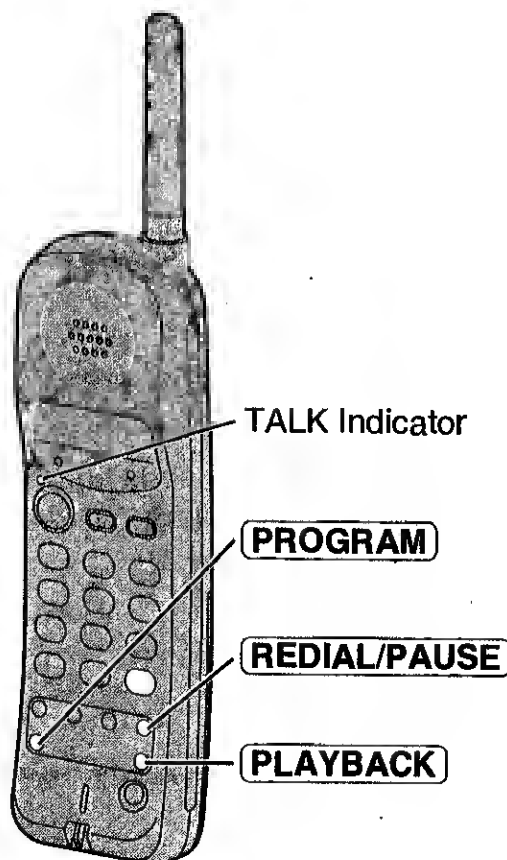
This feature allows you to alert your pager when the unit records an incoming message. You can retrieve the message from a touch tone telephone (p. 30). First store the pager number, then set the unit to call the pager.

- Consult your pager company to check whether the service alerts your pager automatically or via an operator. If an operator is used, this feature cannot be used.

**The TALK indicator light must be off before programming.**

## Storing a Pager Number

- 1 Press **PROGRAM**.
  - The TALK indicator flashes.
- 2 Press **PLAYBACK**.
  - "P" is displayed on the base unit.
- 3 Press **#**.
  - "-" is displayed on the base unit.
- 4
  - ① Enter your pager number, and press **REDIAL/PAUSE** twice.\* Enter the access code, if required by your pager company, and press **REDIAL/PAUSE** twice again.\*
  - ② Enter the call back number to be displayed on the pager (the telephone number where your unit is connected).
  - ③ Press **#** if required by your pager company.
  - If you misdial, press **PROGRAM** and start again from step 1.
  - You can enter a total of 48 digits.
- 5 Press **PROGRAM**.
  - A beep sounds.



\* Pager companies require a delay after the pager number and/or the access code is dialed. Contact your pager company regarding the required pause time. Pressing **REDIAL/PAUSE** once creates a 3.3 second delay and counts as one digit.

## To confirm the stored pager number

Press **TALK** → **AUTO** → **#**.

- The unit dials the stored pager number.
- If the pager does not beep, check your pager by calling it manually to ensure it works. Start again from step 1 to store the pager number.

## To erase the stored pager number

Press **PROGRAM** → **PLAYBACK** → **#** → **PROGRAM**.

- The pager call mode will automatically return to OFF.

## Setting the Unit to Call a Pager

**1** Press **PLAYBACK**.

- The number of new messages is heard on the handset.

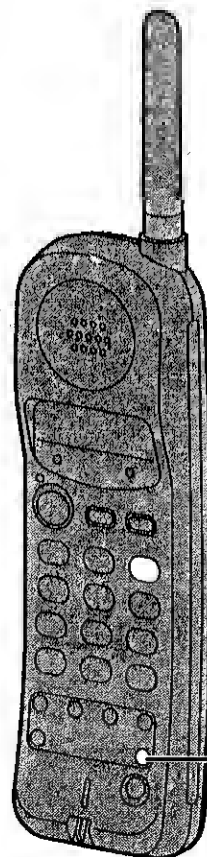
**2** Press **3**.

- "**PAGER**" is displayed on the base unit.
- If "**PAGER**" is not displayed, the pager number has not been stored. Store the number (p. 28), and try again.

**3** Press **PLAYBACK**.

To turn off the pager call mode, repeat steps 1 through 3.

- "**PAGER**" will disappear.
- Each time you press **3** in step 2, the mode will turn on or off.

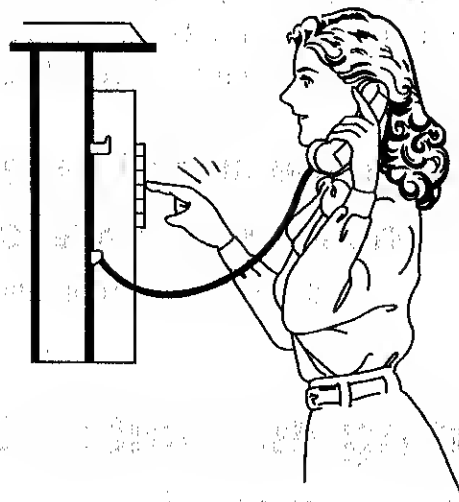


**PLAYBACK**

# Remote Operation from a Touch Tone Phone

You can operate the answering system from any touch tone phone. A synthesised voice menu will guide you on how to operate the unit (p. 32).

- To skip the voice menu and operate the unit directly, see page 34.



## Summary of remote operation

Call your unit from a touch tone phone.



Enter your remote code (p. 31) during or after the greeting message.

- The number of new messages is heard.



After 3 seconds, the voice menu will start (p. 32).  
Follow the menu or enter the direct commands (p. 34, 35).



To end remote operation, hang up.

- The messages are saved.

- The unit will announce the remaining recording time after playback, if it is less than 5 minutes.

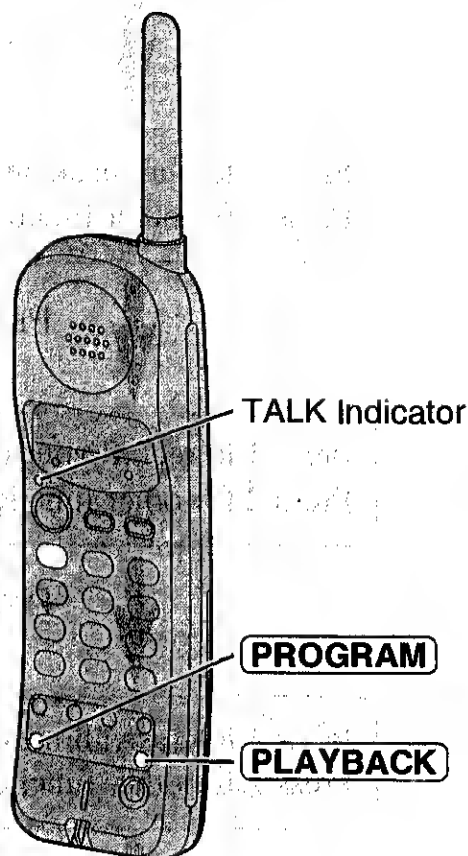


## Setting the Remote Code

The remote code prevents unauthorised people from accessing your unit and listening to your messages. Choose any **2-digit number (00–99)**. The factory preset remote code is “11”. If you do not program your own remote code, you can use “11”.

**The TALK indicator light must be off before programming.**

- 1** Press **PROGRAM**.
  - The TALK indicator flashes.
- 2** Press **PLAYBACK**.
  - “P” is displayed on the base unit.
- 3** Press **1**.
  - The current remote code is displayed.
- 4** Enter a remote code using a **2-digit number (00–99)**.
  - The entered number is displayed.
- 5** Press **PROGRAM**.
  - A beep sounds.



- If 6 beeps sound during programming, a wrong key was pressed. Enter the correct number.

### To check the remote code

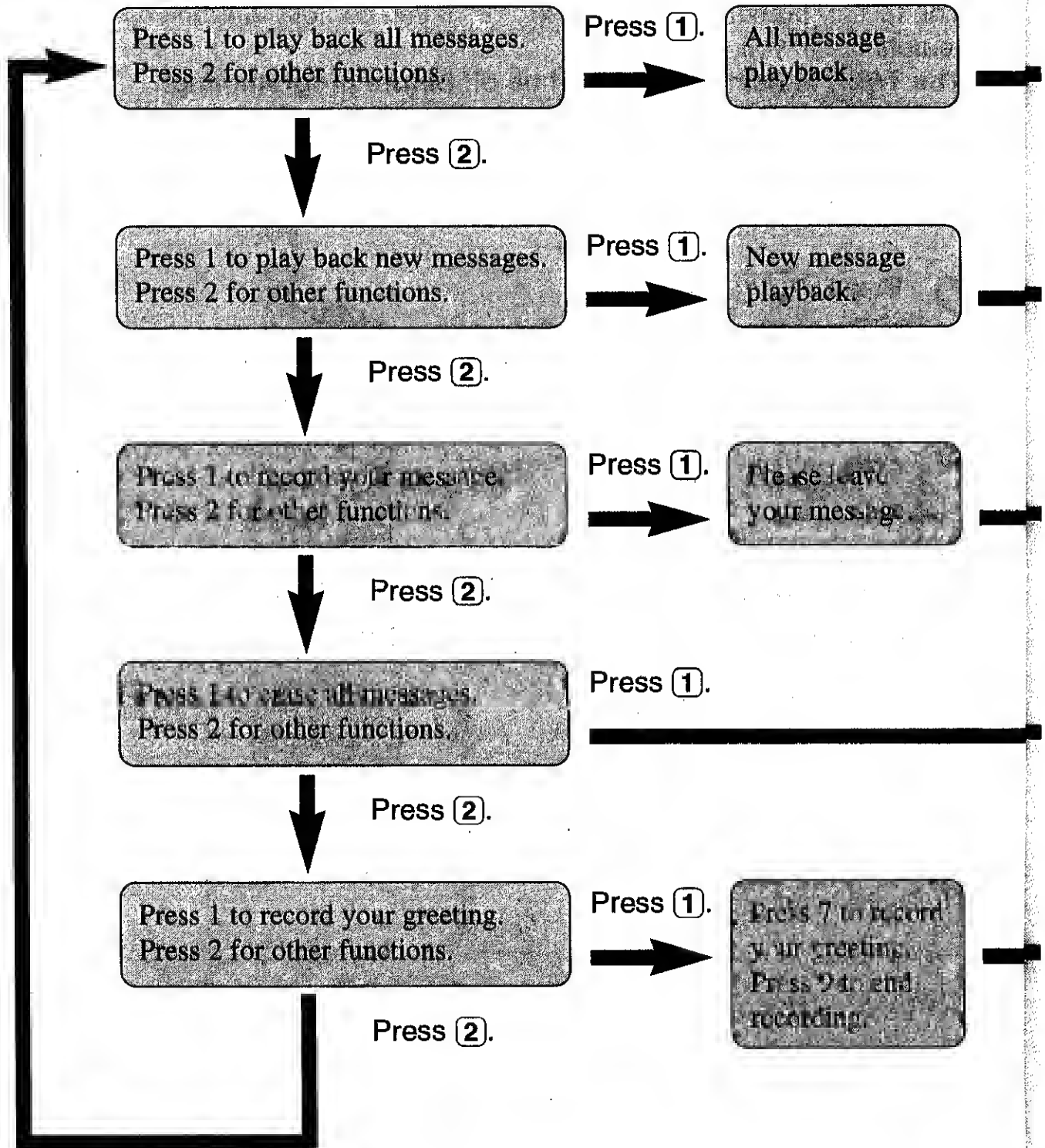
Press **PROGRAM** → **PLAYBACK** → **1**.

- The current remote code is displayed. When finished, press **PROGRAM**.

## ► Remote Operation from a Touch Tone Phone

### Voice Menu

The shaded boxes are voice prompts.





### All Message Playback

All recorded messages are played back. At the end of the last message, "End of final message" is heard. The unit will announce the remaining recording time if it is less than 5 minutes.

### New Message Playback

Only new messages are played back. At the end of the last message, "End of final message" is heard. The unit will announce the remaining recording time if it is less than 5 minutes.

### Recording a Memo Message

You can leave a personal message.

1. Talk after you hear "Please leave your message".
2. When you finish recording, hang up.

### Erasing All Messages

All recorded messages (except greeting message) are erased.

### Recording a Greeting Message

You can re-record your greeting message.

1. Press **[7]**.  
You hear a voice prompt followed by a long beep.
2. After the beep, talk for up to 2 minutes.
3. When you finish recording, press **[9]**.
4. Your greeting will be played back for confirmation.

- 3 seconds after playback, the voice menu will start again from the beginning.
- If you hear "Memory full" after playback, erase some, or all, of the messages (p. 34).

## ► Remote Operation from a Touch Tone Phone

### Direct Remote Operation

Once you have entered the remote code, you can also control your unit by direct commands instead of using the voice menu. To end the remote operation, hang up anytime.

#### Direct commands

NEW MESSAGE  
PLAYBACK

4

- Only new messages are played back.

ALL MESSAGE  
PLAYBACK

5

- All messages are played back.

REPEAT  
(During playback)

1

- The current message is repeated.

SKIP  
(During playback)

2

- The current message is skipped.  
The next message is played.

STOP

9

- Operation is stopped temporarily.
- To resume operation, enter a direct command within 15 seconds, or the voice menu will start.

GREETING  
MESSAGE  
RECORDING

7

- A long beep sounds.

↓  
RECORD

- After the beep, talk immediately for up to 2 minutes.

↓

9

- The recording is stopped.
- The recorded message is played.

ERASING A  
SPECIFIC  
MESSAGE  
(During playback)

\* 4

- The current message is erased.
- A short beep will sound and the next message will be played.

ERASING ALL  
MESSAGES

\* 5

- All recorded messages are erased.
- A long beep sounds and "No messages" is heard.

---

PAGER CALL  
ON/OFF

**3**

- Each time you press **3**, "On/Off" is heard and the mode will turn on/off.
- If you have not stored a pager number, 6 beeps will sound and the mode will not turn on.

---

ANSWERING  
SYSTEM OFF

**0**

- The unit hangs up and will not answer calls until turned on again.
- 

## Turning on the answering system

Call your unit and wait for 15 rings.

- The unit will answer and the greeting message will be played.
- The answering system will turn on. Hang up or enter the remote code for other options.
- When turning on the answering system using a rotary or pulse service telephone, you cannot enter the remote code for other options.

## Skipping the greeting message

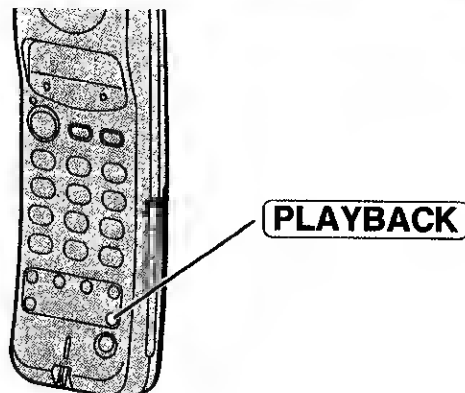
After calling your unit, press **\*** during the greeting message.

- The unit skips the rest of the greeting message and you can start recording your message after the long beep.

# Remote Operation with the Handset

You can operate your answering system with the handset.

The announcements and recorded messages can only be heard with the handset.



## Summary of remote operation

Press **PLAYBACK**.

- The number of new messages is heard.



Enter the desired direct commands (p. 37).

- If you do not enter a command, the voice menu will start (see below).
- After the voice menu, all message playback will start.



To end remote operation, press **PLAYBACK**.

- The messages are saved.

- The unit will announce the remaining recording time after playback, if it is less than 5 minutes.
- If the unit starts to ring during the remote operation, press **TALK** to answer the call. The remote operation is ended.
- If you hear "Memory full" after playback, erase some, or all, of the messages (p. 37).

## Voice menu

If no commands are entered after you press **PLAYBACK**, the unit will start the following voice menu.

"Press 4 to play back new messages. Press 5 to play back all messages."

- You can enter direct commands even if the voice menu has started.

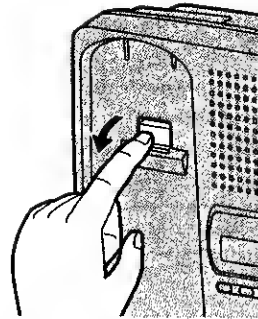
## Direct commands

NEW MESSAGE PLAYBACK	<b>4</b>	<ul style="list-style-type: none"><li>• Only new messages are played back.</li></ul>
ALL MESSAGE PLAYBACK	<b>5</b>	<ul style="list-style-type: none"><li>• All messages are played back.</li></ul>
REPEAT (During playback)	<b>1</b>	<ul style="list-style-type: none"><li>• The current message is repeated.</li></ul>
SKIP (During playback)	<b>2</b>	<ul style="list-style-type: none"><li>• The current message is skipped. The next message is played.</li></ul>
STOP	<b>9</b>	<ul style="list-style-type: none"><li>• Operation is stopped temporarily.</li><li>• To resume operation, enter a direct command within 15 seconds, or the voice menu will start (p. 36).</li></ul>
ERASING A SPECIFIC MESSAGE (During playback)	<b>* 4</b>	<ul style="list-style-type: none"><li>• The current message is erased.</li><li>• A short beep will sound and the next message will be played.</li></ul>
ERASING ALL MESSAGES	<b>* 5</b>	<ul style="list-style-type: none"><li>• All recorded messages are erased.</li><li>• A long beep sounds and "No messages" is heard.</li></ul>
PAGER CALL ON/OFF	<b>3</b>	<ul style="list-style-type: none"><li>• Each time you press <b>3</b>, the mode will turn on/off.</li><li>• If you have not stored a pager number, "<b>PAGER</b>" will not be displayed on the base unit, and the mode will not turn on.</li></ul>
ANSWERING SYSTEM OFF	<b>0</b>	<ul style="list-style-type: none"><li>• "Answer off" is heard and the answering system is turned off.</li></ul>
ANSWERING SYSTEM ON	<b>8</b>	<ul style="list-style-type: none"><li>• "Answer set" is heard and the answering system is turned on.</li></ul>

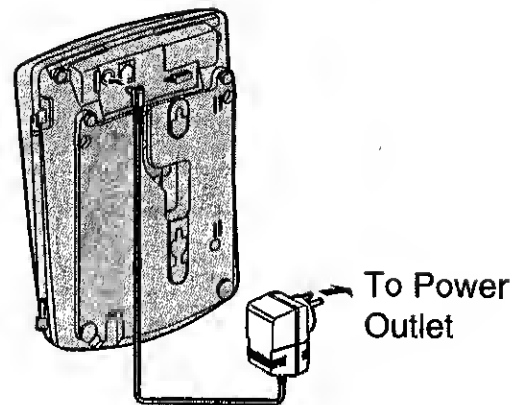
# Wall Mounting

This unit can be mounted on a wall.

- 1 Pull down the handset hook until it locks, **so the tab holds the handset.**

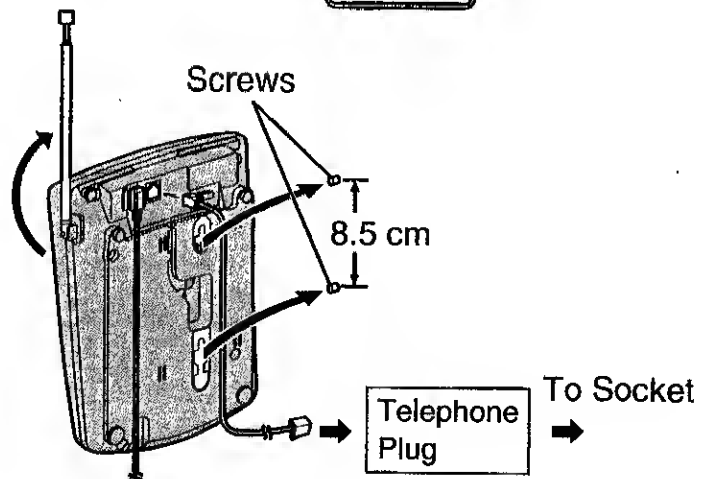


- 2 Connect the AC adaptor.

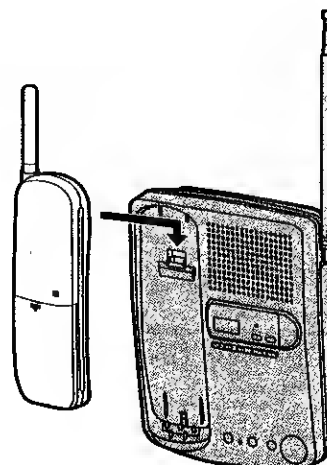


- 3 Install screws using the wall template below. Connect the telephone line cord. Mount the unit on the screws, then slide down to secure in position.

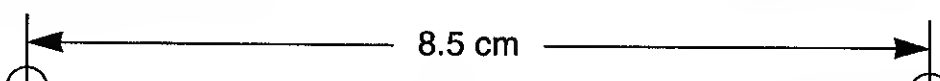
- Extend the antenna fully.



- 4 **To charge the battery:** Place the handset on the handset hook as shown.
  - The IN USE/CHARGE indicator lights.



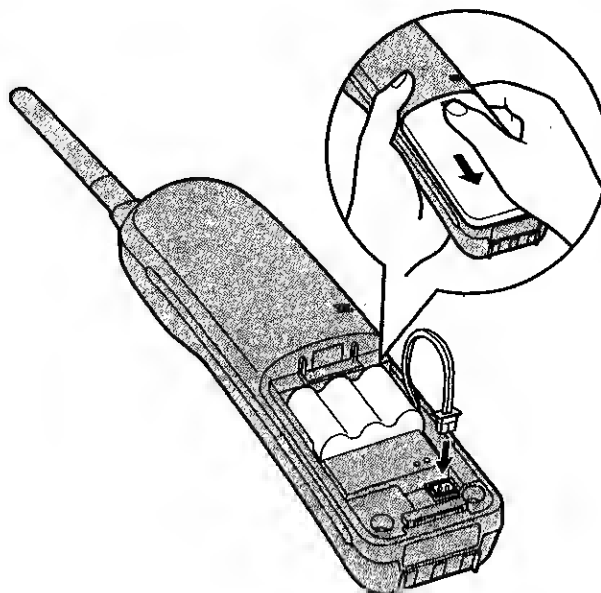
## Wall Template



# Battery Replacement

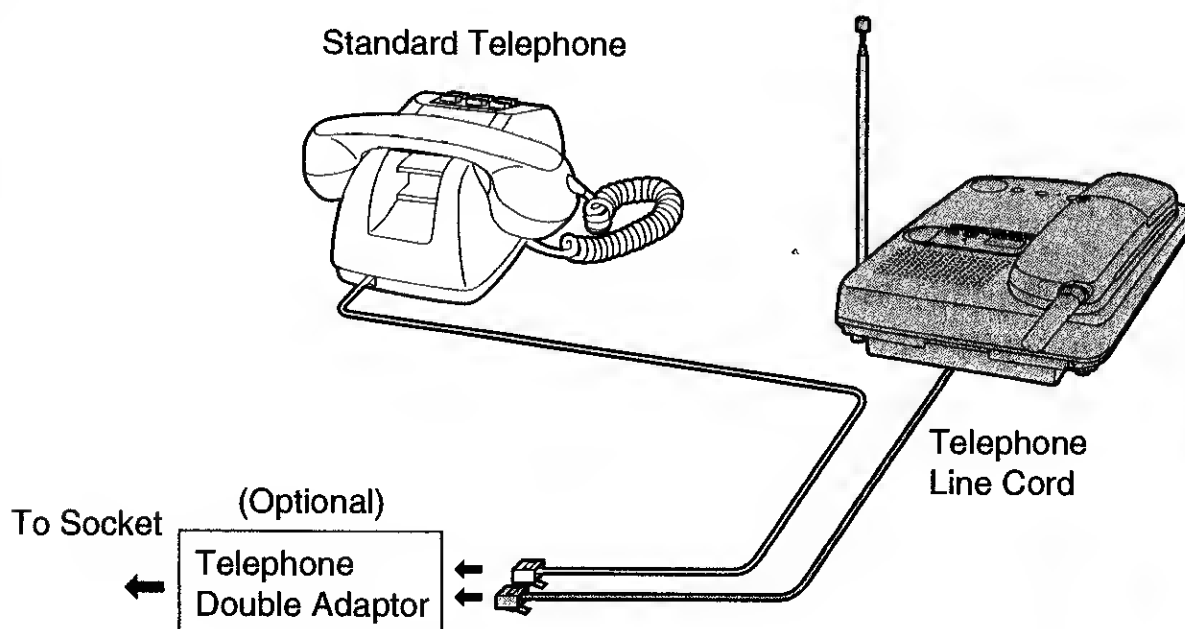
If the RECHARGE indicator flashes after being fully charged, replace the battery with a new Panasonic P-P301 (KX-A36A) battery. To avoid loss of memory, replace within 3 minutes.

- 1 Remove the cover by sliding while pressing the arrow.
- 2 Replace the battery and close the cover.
- 3 Be sure to charge the new battery for about 10 hours.



## Adding Another Phone

This unit will not function during a power failure. To connect a standard telephone on the same line, use a telephone double adaptor.



# Before Requesting Help

## Cordless Telephone

Problem	Remedy
An alarm tone sounds when you press <b>TALK</b> , <b>INTERCOM</b> or <b>PLAYBACK</b> .	<ul style="list-style-type: none"><li>• You are too far from the base unit. Move closer and try again.</li><li>• Place the handset on the base unit and try again.</li><li>• Plug in the AC adaptor.</li><li>• Extend the base unit antenna fully.</li></ul>
Static, sound cuts in/out, fades. Interference from other electrical units.	<ul style="list-style-type: none"><li>• Locate the handset and the base unit away from other electrical appliances (p. 3).</li><li>• Move closer to the base unit.</li><li>• Extend the base unit antenna fully.</li><li>• Press <b>CH</b> to select a clearer channel.</li></ul>
The handset does not ring.	<ul style="list-style-type: none"><li>• The ringer volume is set to OFF. Press <b>RINGER</b> while the TALK indicator light is off (p. 11).</li></ul>
You cannot store a phone number in memory.	<ul style="list-style-type: none"><li>• You cannot store a number while the unit is in the talk or intercom mode.</li><li>• Do not pause for over 60 seconds while storing.</li></ul>
While storing a phone number, the unit starts to ring.	<ul style="list-style-type: none"><li>• To answer the call, press <b>TALK</b>. The program will be cancelled. Store the number again.</li></ul>
<b>LOCATOR/INTERCOM</b> does not function.	<ul style="list-style-type: none"><li>• The handset is too far from the base unit or is engaged in an outside call.</li></ul>
<b>REDIAL/PAUSE</b> does not function properly.	<ul style="list-style-type: none"><li>• The button has a double function as either redial or pause. It will redial the last number dialled if pressed at the outset of a call (p. 17). If another number has been dialled first, it will operate as a pause button (p. 22).</li></ul>



## Problem

You cannot redial by pressing **REDIAL/PAUSE**.

## Remedy

- The redial function does not work right after programming the recall time (p. 21) and storing phone numbers in the speed dialler (p. 19).
- If the last number dialled was more than 32 digits long, the number will not be redialled.

## ► Before Requesting Help

### Answering System

Problem	Remedy
The answering system is on, but incoming messages are not recorded.	<ul style="list-style-type: none"><li>•The recording time is set to "greeting only". Select "1 minute" or "3 minutes" (p. 16).</li><li>•Memory is full. Erase some, or all, of the messages (p. 27).</li></ul>
" <b>FULL</b> " is displayed, the ANSWER ON indicator flashes rapidly, and no new messages are recorded.	<ul style="list-style-type: none"><li>•Memory is full. Erase some, or all, of the messages (p. 27).</li></ul>
You cannot operate the answering system at the base unit.	<ul style="list-style-type: none"><li>•The handset user is operating the answering system. Wait until the IN USE/CHARGE indicator light goes out.</li></ul>
You cannot operate the answering system from a touch tone phone.	<ul style="list-style-type: none"><li>•Make sure you enter the correct remote code.</li><li>•The answering system may not respond if the tones are too short to activate the unit. Press each button firmly.</li><li>•The answering system is off. Turn it on (p. 35).</li></ul>
You cannot operate the answering system with the handset.	<ul style="list-style-type: none"><li>•Someone is operating the answering system.</li><li>•You are too far from the base unit. Move closer to the base unit.</li><li>•The unit is recording a message. To answer the call, press <b>TALK</b>.</li></ul>

## General

Problem	Remedy
The unit does not work.	<ul style="list-style-type: none"><li>● Check the settings (p. 10, 11).</li><li>● Charge the battery fully (p. 11).</li><li>● Clean the charge contacts and charge again (p. 11).</li><li>● Install the battery properly (p. 39).</li><li>● Place the handset on the base unit and unplug the AC adaptor to reset. Plug in and try again.</li><li>● Re-insert the battery within 3 minutes to avoid loss of memory and place the handset on the base unit. Try again.</li><li>● KX-TC1045ALW is not designed to be used with rotary (pulse dialling) services.</li></ul>
You cannot program items, such as the time/day adjustment (p. 14).	<ul style="list-style-type: none"><li>● Programming is not possible while the unit is in the talk or intercom mode, or while the answering system is in use.</li><li>● Move closer to the base unit.</li></ul>
Previously programmed information is erased.	<ul style="list-style-type: none"><li>● If a power failure occurs, programmed information may be erased. Reprogram if necessary.</li></ul>
The RECHARGE indicator flashes or the unit beeps intermittently.	<ul style="list-style-type: none"><li>● Charge the battery fully (p. 11).</li></ul>
You charged the battery fully, but the RECHARGE indicator flashes.	<ul style="list-style-type: none"><li>● Clean the charge contacts and charge again (p. 11).</li><li>● Install a new battery (p. 39).</li></ul>
The IN USE/CHARGE indicator light does not go out while charging.	<ul style="list-style-type: none"><li>● This is normal.</li></ul>

# Safety Instructions

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Take special care to follow the safety suggestions listed below.

## **Safety**

- 1) The unit should be connected to a power supply only of the type described in the operating instructions or as marked on the unit.
- 2) When left unused for a long period of time, the base unit should be unplugged from the household AC outlet.
- 3) To minimize the possibility of lightning damage when you know that a thunderstorm is coming, we recommend that you:
  - a) Unplug the telephone line cord from the phone jack.
  - b) Unplug the power supply cord from the AC power outlet.

## **Installations**

### **Environment**

- 1) Do not use this unit near water—for example, near a bathtub, washbowl, sink, etc. Damp basements should also be avoided.
- 2) The unit should be kept away from heat sources such as radiators, kitchen range, etc. It also should not be placed in rooms where the temperature is less than 5°C or greater than 40°C.

### **Placement**

- 1) Do not place heavy objects on top of this unit.
- 2) Care should be taken so that objects do not fall onto and liquids are not spilled into the unit. Do not subject this unit to excessive smoke, dust, mechanical vibration, or shock.
- 3) Place the unit on a flat surface.

### **For best performance**

- 1) If noise prevents the conversation from being understood at the handset, approach the base unit to lessen the noise.
- 2) The handset should be used at the HIGH volume setting when the reception tone is difficult to hear.
- 3) The handset should be fully recharged on the base unit when the RECHARGE indicator flashes.
- 4) The handset antenna should not be touched during use because of its high sensitivity.
- 5) The maximum calling distance may be shortened when the unit is used in the following places: Near obstacles such as hills, tunnels, undergrounds, near metal objects such as wire fences, etc.

### **WARNING:**

TO PREVENT FIRE OR SHOCK HAZARD, DO NOT EXPOSE THIS PRODUCT TO RAIN OR ANY TYPE OF MOISTURE.

When a failure occurs which results in the internal parts becoming accessible, disconnect AC adaptor immediately and return this unit to the place of purchase or service centre.

If there is any trouble, disconnect the unit from the telephone line and connect a known working phone. If the known working phone operates properly, do not reconnect the unit to the telephone line until the trouble has been repaired. If the known working phone does not operate properly, consult with your telephone company.

This equipment has been tested and found to comply with AS/NZS 3548:1995 limits for electromagnetic interference. Any modifications to any part of the system or to any peripherals may void the EMC compliance of the system or the peripherals.

**WARNING:**

This equipment will be inoperable if mains power fails.

**WARNING:**

The earcap on the handset is magnetised and may retain metallic objects.

**For New Zealand Users Only**

The grant of a Telepermit for any item of terminal equipment indicates only that Telecom has accepted that the item complies with minimum conditions for connection to its network. It indicates no endorsement of the product by Telecom, nor does it provide any sort of warranty. Above all, it provides no assurance that any item will work correctly in all respects with another item of Telepermitted equipment of a different make or model, nor does it imply that any product is compatible with all of Telecom's network services.

This equipment may not provide for the effective hand-over of a call to another device connected to the same line.

This device only responds to Distinctive Alert cadence(s) DA1 & DA3.

**WARNING NOTICE:**

No "111" or other calls can be made from this device during a mains power failure.

- We recommend that a standard phone which can be used in the case of a power failure be connected to the telephone line at all times.